

From Curriculum 2014
 Key stage 1 – Year 1 and 2

Overview with memorable events:

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Marvellous Me Cook a meal for others to enjoy Bob for an apple and play conkers Learn from an older person		A Knight's Tale Learn to sew Go for a long walk Storm a castle Visit an old ruin/castle/ old building		Pirates Ahoy! Make a potion Go on a treasure hunt Read a book, then watch a film. Build a den	
Year 2	London's burning Make a fire Sing around a campfire and toast marshmallows with a stick Visit a theatre Take part in a public performance Go carol-singing		Australia Make a model that's bigger than you. Experience different cultures. Create art outdoors Read in a tipi/tent		It's great outdoors! Watch tadpoles grow into frogs AND/OR Watch caterpillars grow into butterflies Eat something that you've grown Grow and tend plants Jump over waves in the sea	

Overview by subject area – refer to table below for more specific coverage within each curriculum area.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	<p>Marvellous Me</p> <p>Science – Seasonal changes (Autumn/Winter) Observe changes across the four seasons. Observe and describe weather associated with seasons and how day length varies.</p> <p>Animals, including humans – identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.</p> <p>History – History of Toys, Florence Nightingale.</p> <p>Art – Self-portraits, standard and Picasso style, observational drawings of toys.</p> <p>DT – Food, make a healthy meal. (Projects on a page)</p> <p>Include Christmas themes and associated performance.</p> <p>Include road safety.</p>		<p>A Knight’s Tale</p> <p>Science – seasonal changes (Spring) Observe changes across the four seasons. Observe and describe weather associated with seasons and how day length varies.</p> <p>Plants – identify and name a variety of common wild and garden plants, including deciduous and evergreen trees. Identify and describe the basic structure of common flowering plants, including trees.</p> <p>Everyday materials – distinguish between an object and the material from which it is made. Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water and rock. Describe the simple physical properties of a variety of everyday materials.</p> <p>History – Castles, Houses and Homes through the ages.</p> <p>Geography – UK, maps, local/national landmarks (castles).</p> <p>DT - Castles- sewing a fabric collage/wall hanging.</p>		<p>Pirates Ahoy!</p> <p>Science – seasonal changes (Summer) Observe changes across the four seasons. Observe and describe weather associated with seasons and how day length varies.</p> <p>Animals, including humans - Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals. Identify and name a variety of common animals that are carnivores, herbivores and omnivores. Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals including pets).</p> <p>History – Grace Darling and Famous pirates.</p> <p>Geography – Katie Morag, Isle of Coll, human/physical features of islands.</p> <p>DT – Sliders and levers. Pirate ship structures. (Projects on a page).</p> <p>Art: Kandinsky’s concentric circles, islands/ships paintings. (experiment with colour mixing and range of mediums)</p>	
<p>Maths and English – as per national curriculum. Core texts linked to topics in literacy. Maths cross curricular links where possible. Computing/P.E/PSHE/R.E/ Music – taught discreetly, links to topics where possible.</p>						

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
Year 2	<p>London's burning</p> <p>Science: <i>Uses of everyday materials.</i> Identify and compare the suitability of a variety of everyday materials.</p> <p>Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.</p> <p>Animals, including humans</p> <ul style="list-style-type: none"> Describe the importance for humans of exercise, eating the right amounts of different foods and hygiene. (Covered throughout the year – cross curricular) <p>History – The Great Fire of London and Samuel Pepys. Gunpowder plot</p> <p>Art – silhouette great fire painting / Fire art</p> <p>DT – plan/make a wheeled toy from wood. (Projects on a page)</p>		<p>Australia</p> <p>Science: <i>Living things and their habitats</i></p> <ul style="list-style-type: none"> Explore and compare the differences between things that are living, dead, and things that have never been alive. identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other. (Australian animals and their habitats) describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food. (Great barrier reef) Explore and compare the differences between things that are living, dead, and things that have never been alive. <p>Animals, including humans</p> <ul style="list-style-type: none"> Notice that animals have offspring that grow into adults and find out and describe the basic needs of animals including humans for survival. <p>Geography: Location, customs, climate, culture, landmarks, comparisons. Captain Cook</p> <p>Art: Aboriginal paintings, pastel coral reef pictures</p> <p>DT: Freestanding structures, wire and Modroc large scale model</p>		<p>It's great outdoors!</p> <p>Science: <i>Plants</i> Observe and describe how seeds/bulbs grow into plants. Find out and describe how plants need water, light, suitable temperature to stay healthy.</p> <p>Living things and their habitats</p> <ul style="list-style-type: none"> identify and name a variety of plants and animals in their habitats, including microhabitats. (Minibeasts and life cycles) <p>History: The seaside through the ages</p> <p>Geography: Seaside towns, location, maps etc.</p> <p>Art: Botanical paintings Monet, Van gogh sunflowers, Seaside pictures</p> <p>DT: Plan, make knickerbocker glory. (Projects on a page)</p>		
<p>Maths and English – as per national curriculum. Core texts linked to topics in literacy. Maths cross curricular links where possible. Computing/P.E/PSHE/R.E/ Music – taught discreetly, links to topics where possible.</p>							

Subject specific coverage:

Science	Year 1	Year 2
	- with discussions about safety at each session as appropriate	- with discussions about safety at each session as appropriate
Y1: plants, animals including humans, everyday materials, seasonal changes. Y2: plants, animals, including humans, use of everyday materials, living things and their habitats.	<p>Marvellous Me - Animals, including humans</p> <p>A Knight's Tale – Plants, Everyday materials</p> <p>Pirates Ahoy! – Animals, including humans</p> <p>Seasonal changes – ongoing across the four seasons not directly linked to topic.</p>	<p>London's burning – suitability of everyday materials - Use of everyday materials</p> <p>Australia – Living things are their habitats, Animals, including humans</p> <p>It's great outdoors! – Plants, Living things and their habitats</p>
Computing	Year 1	Year 2
Algorithms, programs	Espresso Coding	Espresso Coding
Create, debug	Espresso Coding	Espresso Coding
Logical reasoning	Espresso Coding	Espresso Coding
Use technology- create, organise, store, manipulate, retrieve	Throughout topics	Throughout topics
Use safely- private, internet concerns	<p>Internet Safety: Regular reminders Use of 'safe' sites Reporting abuse/ content Blogging</p>	<p>Internet Safety: Regular reminders Use of 'safe' sites Reporting abuse/ content Blogging</p>
Uses of IT	Throughout topics	Throughout topics
History	Year 1	Year 2
Chronology, sims/diffs, terms, questions/ answers, key features, evidence	Throughout History topics	Throughout History topics
Key events in the past Changes within living	<p>Marvellous Me (History of toys) A Knight's Tale (House and homes through the ages)</p>	It's great outdoors! (Seaside now and in the past)

memory		
Events beyond living memory- national/global	Marvellous Me - Remembrance Day	London's Burning – Remembrance Day, The Great Fire of London and Gunpowder Plot- national
The lives of significant individuals in Britain's past who have contributed to our nation's achievements	Marvellous Me – Florence Nightingale (Crimean War) Pirates Ahoy! – Grace Darling Black History Week- Mary Seacole- international Culture week	London's Burning – Samuel Pepys Australia - Captain Cook. Black History Week- Mary Seacole- international Culture week
Significant historical events, people and places in their own locality.	Marvellous Me - our school, learning from a grandparent (toys). A Knight's Tale - Houses and homes/ Castles- Local castles and their history.	It's great outdoors! (Seaside) – local seaside towns London's Burning – The Great Fire of London
Geography	Year 1	Year 2
Investigate the world's continents and oceans.	Pirates Ahoy!	Australia
Investigate the countries, capitals and seas of the United Kingdom.		It's great outdoors! (UK and Seaside towns)
Compare and contrast a small area of the United Kingdom with that of a non-European country.		Australia
Explore weather and climate in the United Kingdom and around the world.	Christmas- North Pole, Winter Marvellous Me A Knight's Tale Pirates Ahoy!	Christmas- North Pole, Winter Australia It's great outdoors!- links with plants/seaside
Use basic geographical vocabulary to refer to and describe key physical and human features of locations. Beach, coast, forest, hill, mountain, ocean, river, soil, valley, vegetation, and weather; key human	Throughout Geography topics	Australia It's great outdoors! (The Seaside)- including water safety, sun safety, beach safety

features, including: city, town, village, factory, farm, house, office, and shop		
Use world maps, atlases and globes.	A Knight's Tale Pirates Ahoy!	Australia
Use simple compass directions.	A Knight's Tale Pirates Ahoy!	Australia It's great outdoors! (Seaside)
Use aerial photographs.	Throughout Geography topics where appropriate.	Australia It's great outdoors! (Seaside)
Devise a simple map with a key.	Pirates Ahoy! (Isle of Coll)	Australia (Labelled map of Australia)
Use fieldwork and observational skills.	A Knight's Tale Local area study (whole school enrichment week)	It's great outdoors! (Seaside) Local area study (whole school enrichment week)
DT	Year 1	Year 2
Projects on a page scheme of work		
Contexts , such as the home and school, gardens and playgrounds, the local community, industry and the wider environment.	Marvellous Me – home, school, local community A Knight's Tale – wider environment, home Pirates Ahoy! – wider environment	It's great outdoors – school, gardens, local community Australia – wider environment
Design Make- choose Evaluate	A Knight's Tale Textiles - Templates and joining techniques Pirates Ahoy! Mechanisms - Sliders and levers	It's a toys story Mechanisms - Wheels and axles Australia Structures - Free standing structures
Cooking and nutrition Use the basic principles of healthy and varied diet to prepare dishes. Understand where food comes from.	Marvellous Me Food - Preparing fruit and vegetables (including cooking and nutrition requirements for KS1)	It's great outdoors Food – knickerbocker Glories (seaside). Preparing fruit and vegetables (including cooking and nutrition requirements for KS1)
Technical knowledge- build, strengthen structures; explore and	See above, as required	See above, as required

use mechanisms		
Art and Design	Year 1	Year 2
Use experiences and ideas as the inspiration for artwork.	Marvellous Me - Self-portraits, standard and Picasso style, observational and imaginative drawings of toys.	London's burning - Fire of London silhouette painting
Share ideas using drawing, painting and sculpture.	Christmas art activities.	Christmas - printing- wrapping paper; drawing- toys, Father Christmas
Explore a variety of techniques using colour, pattern, texture, line, shape, form and space.	Pirates Ahoy! - Kandinsky's concentric circles, islands/ships paintings. (experiment with colour mixing and range of mediums).	Australia - Aboriginal artwork/sculpture, painting- real and imaginary fish/coral reef pastel pictures
Learn about the work of a range of artists, artisans and designers.	Marvellous Me – Picasso Pirates Ahoy! - Kandinsky	Australia – Aboriginal culture It's great outdoors! - Monet, Van Gogh, botanical artists
Music	Year 1	Year 2
Use their voices expressively by singing songs and speaking chants and rhymes.	Charanga scheme of work	Charanga scheme of work
Play tuned and untuned instruments musically		
Listen with concentration and understanding to a range of high quality live and recorded music.		
Make and combine sounds using inter-related dimensions of music.		

PE	Year 1	Year 2
Participate in team games, developing simple tactics for attacking and defending.	- with discussions about safety at each session as appropriate Children will be taught P.E following the LCP syllabus.	
Perform dances using simple movement patterns.	Autumn 1: Games and Dance Autumn 2: Games and Gymnastics Spring 1: Gymnastics and swimming (include water safety)	
Swimming and water safety.	Spring 2: Dance and swimming (include water safety) Summer 1: Games and dance Summer 2: Games and athletics	

	Year 1	Year 2
Beliefs and Values Requirements of the Norfolk Agreed RE Syllabus 2012	AoS: 1. Beliefs and questions 2. Belonging- family, community, world 3. Expressions of belief- rituals, practices- pray, meditate, worship, celebrate, symbols, artefacts	AoS, cont. 4. Figures who have an influence on others 5. Teachings and authority- sacred stories, books 6.Ethics and relationships- through above
Christianity AoS 1,2,3,4,5,6 Min 3 terms Judaism AoS 1,2,3 Min 1 term Encounter other world religions, beliefs, worldviews	Marvellous Me – visit chapel, find out about worship and symbols- 1,2,3,4,5,6 Christmas - Birth of Jesus and what Christians believe about Jesus, fish symbol AoS 1,2,3,4,6 A Knight’s Tale - spiritual homes- C and J- Churches, synagogues- AoS 2,3 Easter story and cross symbol- AoS 1,2,3,4,5,6 Pirates Ahoy! -Judaism- beliefs and practices AoS 1,2,3 and Bible rescue stories AoS 1,2,4,5,6	London’s burning - Festivals of Light- different religions AoS 1,2,3,4,5,6 Christmas - Birth of Jesus and what Christians believe about Jesus, fish symbol AoS 1,2,3,4,6 Easter story and cross symbol- AoS 1,2,3,4,5,6 Australia - Creation Stories- C and J mainly AoS 1,4,5’ The Blessing Seed (book) Aboriginal stories of creation. It’s great outdoors! - water in religions: Christianity- Baptism;AoS 1,2,3,5,6
Experiences and opportunities - visits- stories, symbols, feelings	Marvellous Me – Bressingham Chapel visit Christmas and toys- Nativity performance A Knight’s Tale –	Christmas and toys- Nativity performance Easter story Australia – Aboriginal beliefs and stories

<ul style="list-style-type: none"> - visitors- believers and non-believers - artefacts - art, DT, music, etc - ICT 	<p>Easter story Visitors to talk about church, synagogue if possible Pirates Ahoy! Judaism- ICT research, artefacts</p>	
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	Class 2 Year 1	Class 2 Year 2
PHSE	Refer to SEAL, also Circle Time- children learn to express their views confidently; any issues relating to class behaviour or unhappiness may be discussed	Refer to SEAL, also Circle Time- children learn to express their views confidently; any issues relating to class behaviour or unhappiness may be discussed
	Aut I New Beginnings - with School and Class Rules- examples of these appropriate to age discussed and portrayed with the rules; children sign to show agreement. Aut II Getting on - with Anti-bullying Week - with '5 people to go to' discussion/ assembly Spr I Good to be me Spr II Going for goals Sum I Relationships Sum II Changes	Aut I New Beginnings - with School and Class Rules- examples of these appropriate to age discussed and portrayed with the rules; children sign to show agreement. Aut II Getting on - with Anti-bullying Week - with '5 people to go to' discussion/ assembly Spr I Good to be me Spr II Going for goals Sum I Relationships Sum II Changes